3D CONSTRUCTION KIT  SPECTRUM AND AMSTRAD ADDENDUM

CONTENTS OF TAPE VERSIONS:

TAPE 1 SIDE 1 - 48/64K ENVIRONMENT EDITOR

TAPE 1 SIDE 2 - 48/64K CONDITION EDITOR

TAPE 2 SIDE 1 - 128K EDITOR

TAPE 2 SIDE 2 - THE 3D KIT GAME (SAVED AS DATA FILE NUMBER 9)
                "BORDER1" - THE KIT GAME BORDER SCREEN
                "BORDER2" - THE DRILLER-LIKE BORDER SCREEN
                THE FREESCAPE COMPILER

CONTENTS OF DISK VERSIONS:

DISK SIDE 1 -    48/64K ENVIRONMENT EDITOR
                 48/64K CONDITION EDITOR
                 128K EDITOR
                 FREESCAPE COMPILER
                 FREESCAPE DATA DISK FORMATTER

DISK SIDE 2 -    "KITSCR" - THE KIT GAME BORDER SCREEN
                 "DRILSCR" - THE DRILLER-LIKE BORDER SCREEN
                 THE 3D KIT GAME (SAVED AS FILE NUMBER 9)


- When loading or saving to disk, the programs use a special disk format so
have some disks formatted using the FREESCAPE DATA DISK FORMATTER before you
start to create your 3d world.

- When compiling your 3d world, save to a disk formatted in the standard manner
(NOT using the FREESCAPE DATA DISK FORMATTER).
Refer to your computers' manual for more information.

- The freescape command TESTV allows you to test individual bits in a variable.
It is the same as ANDV but the result is not stored anywhere.
EXAMPLE : TESTV 128 001 will test the top bit of variable 1

- When editing objects in the globals area you will need to make them visible
using the GLOBAL shortcut option.

- The floor in the start area and in newly created areas is a global object
(object number 129) so it cannot be edited except in the globals area.

- Placing facets against flat cubes (one size is zero) or other facets can
cause problems as these overlap. Use cubes with a minimum size of 1 instead.

- The release number can be found by looking at message 13 in the kit game.
Please quote this number in any correspondence if possible.

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